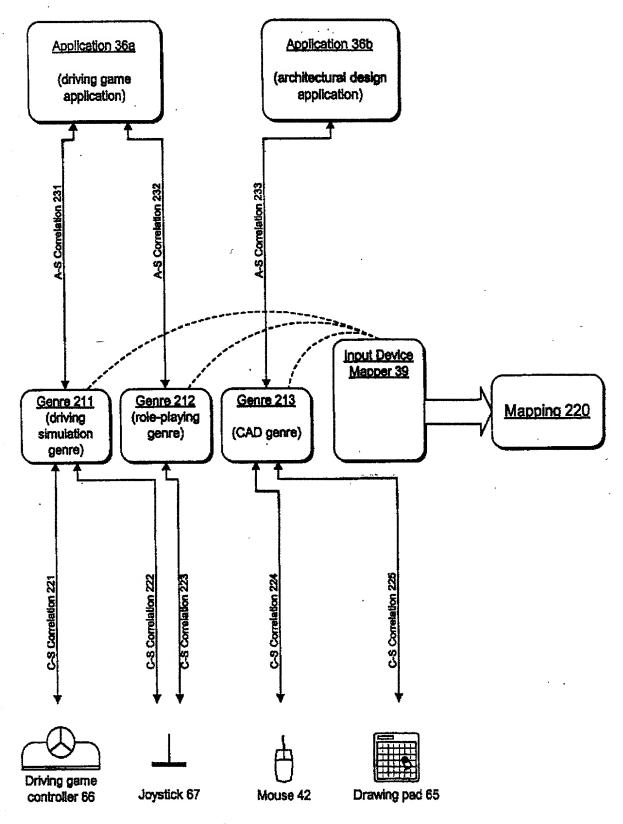


Inventors: Evans et al.

Title: APPLICATION PROGRAMMING INTERFACE THAT MAPS
IMPUT DEVICE CONTROLS TO SOFTWARE ACTIONS
Application No. 09/855,274

Application No. 09/855,274



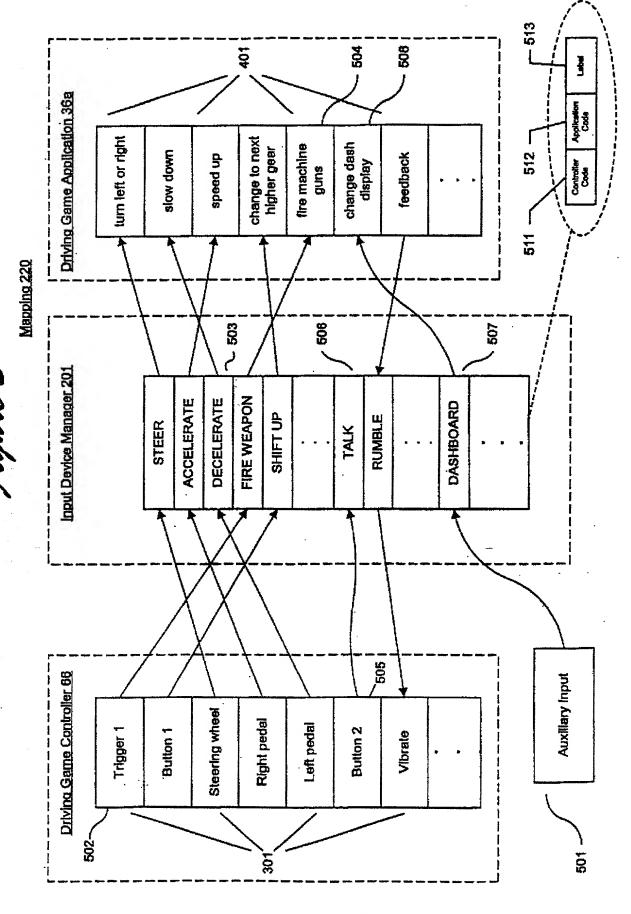
# Figure 3

									_		
A-S Correlation 231	SEMANTIC	STEER	ACCELERATE	DECELERATE	SHIFT UP	FIRE	DASHBOARD	RUMBLE		=	•
A-S C	ACTION IN APPLICATION 36a	turn left or right	dn peeds	slow down	change to next higher gear	fire machine guns	change dash display	feedback	R	ı	•
L					302						
C-S Correlation 221	SEMANTIC	FIRE	SHIFT UP	STEER	ACCELERATE	DECELERATE	TALK	RUMBLE		, =	b
C-S Corr	CONTROL ON DEVICE 66	Trigger 1	Button 1	Steering Wheel	Right Pedal	Left Pedal	Button 2	Vibrate	•	•	*
	Fag. Action Control Control		7 CZO	SNO	S8/60 °	TWARE ation No.	SOFT				

Inventors: Evans et al.

Title: APPLICATION PROGRAMMING INTERFACE

THAT MAPS INPUT DEVICE CONTROLS TO



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Title: APPLICATION PROGRAMMING INTERFACE
SOFTWARE ACTIONS
Application No. 09/855,274

Application No. 09/855,274

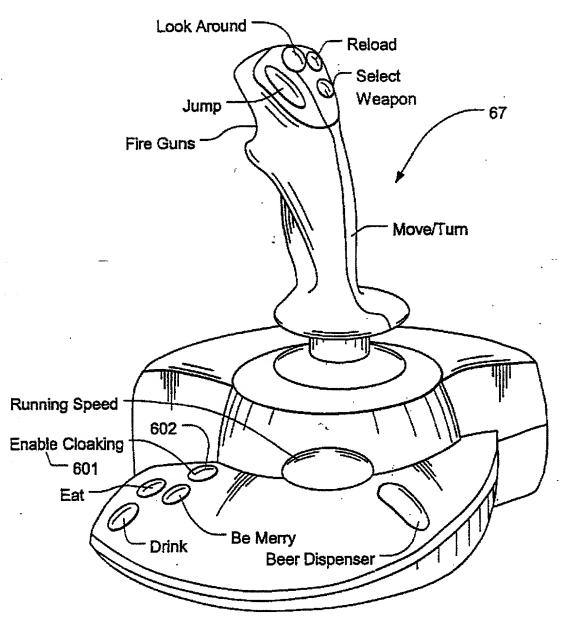
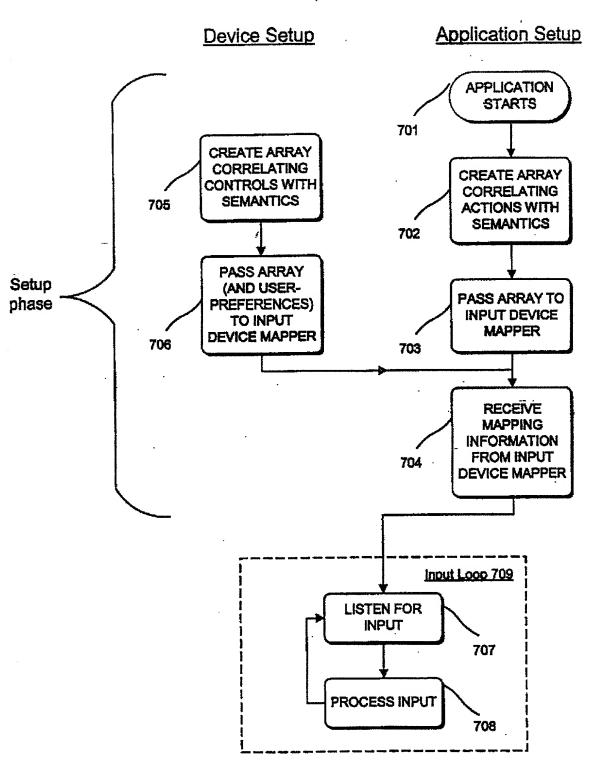
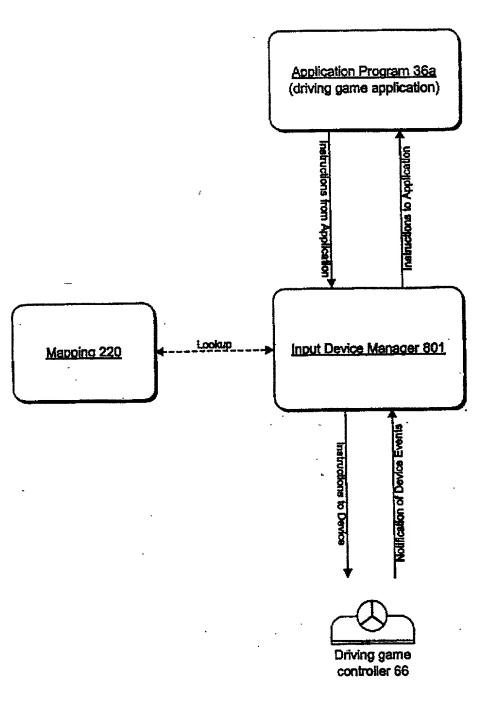


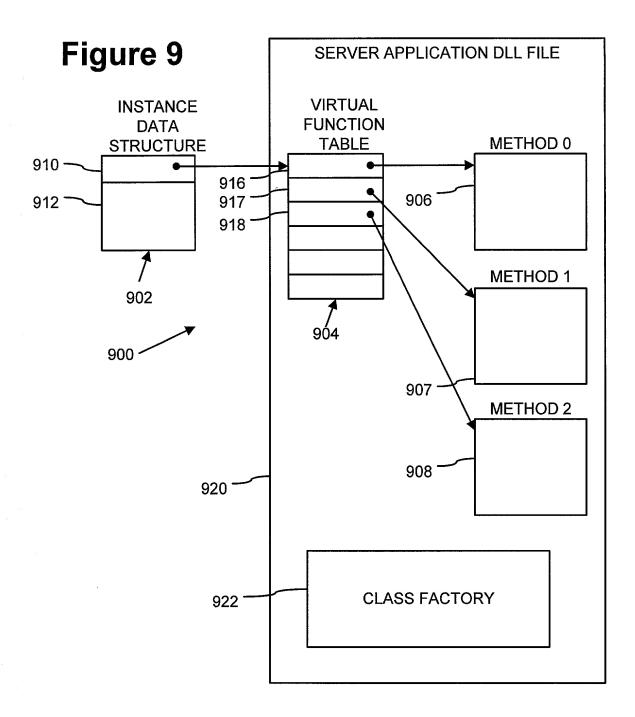
Figure 6

Application No. Q9/855,274



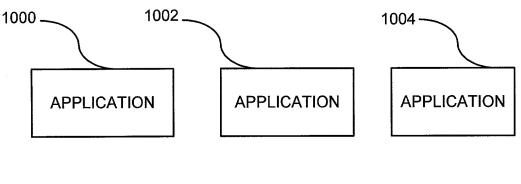
Application No. 09/855,274



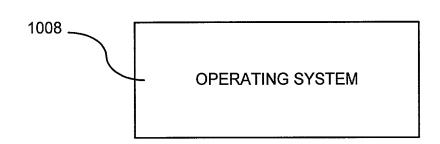


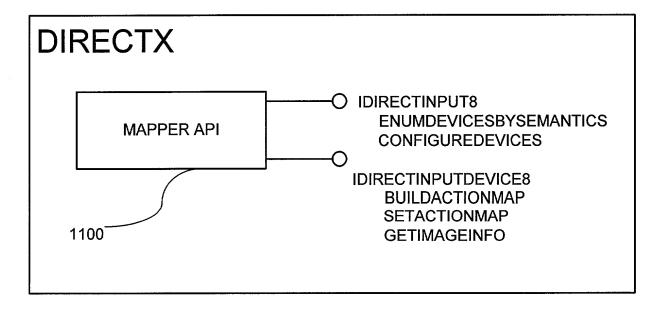
Application No. 09/855,274

## Figure 10



MAPPER API 1006

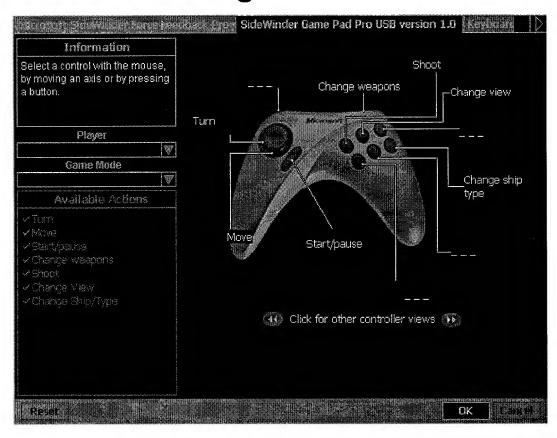




Inventors: Evans et al.

#### Title: APPLICATION PROGRAMMING INTERFACE THAT MAPS INPUT DEVICE CONTROLS TO

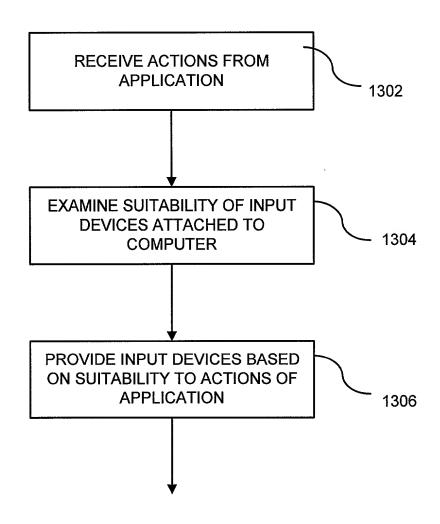
SOFTWARE ACTIONS Application No. 09/855,274



	dback Pro Keyboard Microsoft Side							
Information								
Select a control with the mouse,	☐ Sort Assigned							
by moving an axis or by pressing a button.	Home - Start/pause F1 - Change weapons C - Shoot	P Q R -						
2°82	F	8						
Player 	A	T						
Game Mode	B	U V-						
V		W						
Available Actions	G H -	X						
✓ Turn ✓ Move: ✓ Start/pause ✓ Charige weapons: ✓ Shoot ✓ Change View ✓ Change Ship/Type	I	Z						
Reset 11th 2 to 1		OK ENGL						

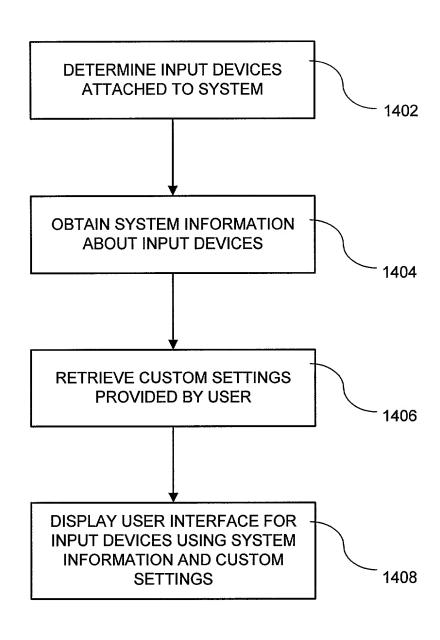
## Figure 13

#### **ENUMDEVICES BY SEMANTICS**



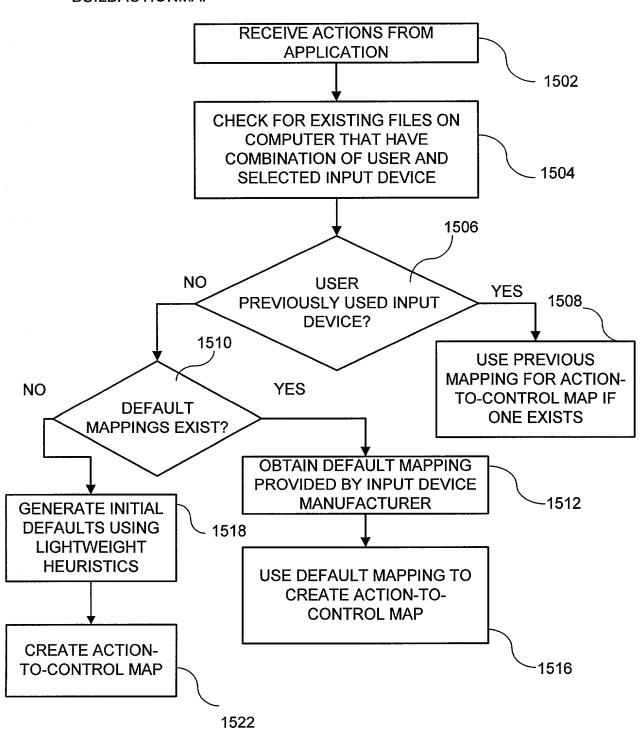
## Figure 14

#### **CONFIGDEVICES**



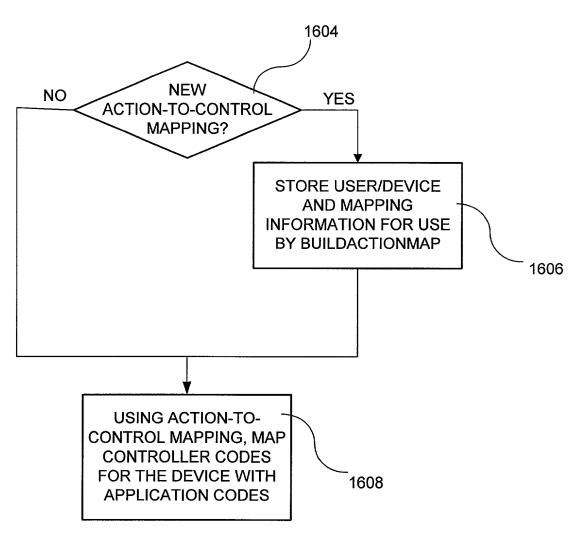
#### Figure 15

#### BUILDACTIONMAP



#### Figure 16

#### **SETACTIONMAP**



## Figure 17

#### **GETIMAGEINFO**

